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Work Experience

Game Engineer at PlayFirst (August 2011 - Present)

At PlayFirst my responsibilities include gameplay programming and also the development of our cross platform (iOS and Android) game libraries using the cocos2d-x framework. The most recent game I have worked on is Diner Dash (2015).

Programmer Analyst at Unum (August 2009 – August 2011)

I worked at Unum as an engineer on the Application Services .net Center of Excellence. My role entailed developing, maintaining and supporting the Unum Enterprise tools, components and services using .net 3.5 technologies such as C#, WinForms, Linq and Windows Communication Foundation (WCF) amongst many others.

Software Engineer at Microsoft Games Studios (Mar-Sept 08)

I worked at Microsoft for 6 months as an intern. My initial role consisted of the localization of first party titles such as Viva Piñata: Trouble in Paradise and Zoo Tycoon 2. I then moved onto developing basic XNA tutorials and training sessions for the localization team. I also developed a game alongside a fellow colleague that ran on both Windows and XBOX 360.

Education

- BSc (Honors) in Computer Games Development from IT Carlow.
- Programming, Graphics, Physics, Networking, AI, Mobile Tech.

Awards

Havok/Intel Physics World Cup Winner (Irish Entry)

I and 4 other programmers partook in this competition in our final year at college. We picked up 1st prize in the Irish University category and also reached the top ten in the world finals with our game RagCat.

Microsoft Imagine Cup – Innovation Accelerator

This was another final year project of mine. A brain training type game developed in conjunction with a neuroscientist. The entry made it through the preliminary rounds all the way to the final where it eventually picked up an innovation accelerator award.